

Figure 23 Flit Transmission Priority

Priority	Level	Flit Type Commentary
1	Time-of-Day Service Packets	Require near-real-time processing. A returned Time-of-Day (transmitted in response to a received one) should have higher priority than one being initiated.
2	Link Control Flits - Required Link Ack/Idles, Init	Ack/Idles must be sent at regular intervals to prevent sender time-out retransmission. If
3	VL15 (Management)	Used for management frames on the management VL
3	VL0 - VL14 frame Flits	Normal traffic - Configurable VL arbitration engine determines which VL to transmit from, based on overall network quality-of-service objectives.
4	Credit-only Flits - If no other traffic to send.	
5	Ack/Idle Flits If no other traffic or credits to send.	

Figure 28 Future I/O Layered Architecture

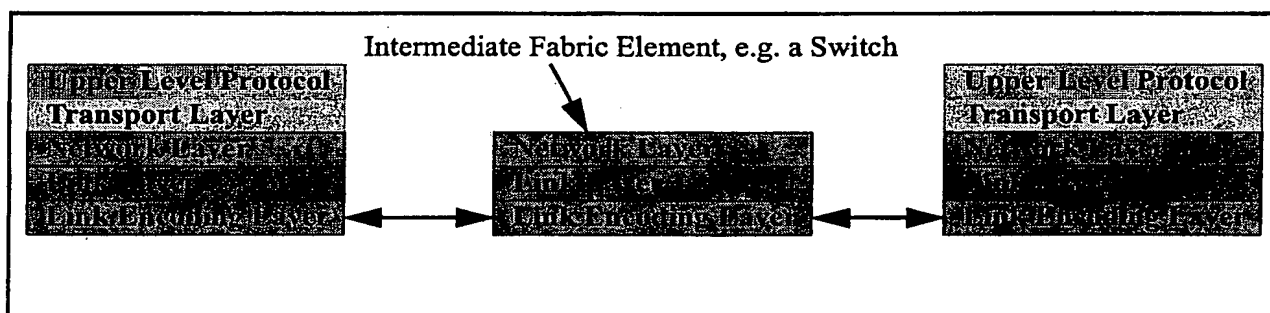


Figure 29 Sample Point-to-point Topologies

